Mission 13: Déjà vu

Corra finishes her tale, and the events of the last few days come to clarity for you. The demons kept Corra in a weakened state, but never destroyed her body, knowing that if they had, their prisoner's spirit would ascend to Heaven, where she would immediately warn the others. She had been ambushed by an overwhelming force, and she could not overcome their onslaught short of turning the Leviathan free to fight them in her stead. Knowing the consequences of loosing the monster, she instead chanted bonds of holding into place, placing the beast into a stasis of some sort, where it would be safe even as she knew her freedom would be forfeit.

"Those bonds will not hold for much longer. They cannot be broken, but they can be unwound. The lake of Fallbrook deceives, for it connects through caverns to the great sea. You must make haste back there, and search deep within for the beast. You must stop the horde from releasing those bonds!"

Set-up	Angels start on any space on **110B**. Place the Euphrates Frogs Battle card on the first space of the initiative track, then place Morbus on tile **102A** as indicated. Stage saints according to the number of angels. Do not assign demon Talents for this battle. Use Euphrates Frogs standees for Frog Lieutenants.
Victory	Destroy the Euphrates Frogs, and lock them in the Abyss once more!
Special Rules	Each frog in play uses its action(s) when the Euphrates Frogs' Battle card is triggered.
Challenge:	Use the "Challenge" text on Lieutenant cards.

109A
INITIATIVE TRACK
Morbus
102A
110B
HEAVENLY TREASURE
HEAVENLY TREASURE DISCARD
PRAYER
PRAYER DISCARD
106B

"Hah! Angel scum thought you could get rid of us that easily." A high-pitched guteral voice shreiks. You turn and see Morbus grinning a toothless smirk at you through her wide slobbering mouth. She is somehow still very much alive, and definitely not in the Abyss where she should be. "Surprised? Did you not know? Your own God promises us life in The Words!"

While you are left speechless, Michael is not. He points his blade at the twisted frog, "Though your evil has purpose, you do not belong in this world! You make men your slaves, and drag their souls into damnation beside you! You gloat of your destiny, but your streak of evil deeds cannot be allowed to continue! You will rot in the blackness of the abyss until your appointed time like all the others that came before you!"

Morbus laughs, the high pitched sound screeching in your ears. "Perhaps you should consider the actions of your own God first? After all, did He not cast us aside for His favourite creatures, these humans? Should He not be scorned for not seeing our value over theirs? There is still time yet to wound this God that cast the angels aside! Join me and watch His most prized creatures suffer! Together, we can remake this world in our image!"

"It is written that this world shall be remade by fire, and those same Words that foretell your works in the False Prophet also speak of your ultimate destination: the Lake of Fire!"

"I will gladly face that destiny if I can wound the God who cursed me to serve these humans", Morbus grins once again. As she gloats, her hands and eyes illuminate into an illustrious blue... the same color of the barriers around you! This creature has been distracting you with her poisonous words, and now she turns to face you with a knowing eye.

"You are too late! Now you will suffer pain at the hands of the God you serve, for this great serpent, made by the hands of God, will break your blade and set your flesh alight! But even now my brothers are returning, so that they too may partake in your defeat."

With those words, tendrils of shadow begin spewing forth from around the feet of the frog, reaching towards you as though alive. Your search for the Leviathan, urgent as it is, will have to wait as you face this immediate threat. Dodging the shadowy tendrils as best as you can, you lift your weapon to once again confront the evil that is the Euphrates Frogs.

Morbus
The Lesser Prophetess

: +21
: +42
42

TOKENS

The Late Hour Of Revenge: When Morbus is defeated, Armis enters the battle on the space marked with ס on map **106B**, and Cultro enters the battle on the space marked with ב on map **109A**.

TALENT

One With The Dark: Reveal **1** Darkness card per angel from the Darkness deck. Cards with activate immediately, then discard all of these revealed cards *(they do not enter play on the Darkness board).*

TALENT

Greater Blight [Range ∞]: Each angel is afflicted with **shadow**, then angels are dealt **2** damage for each affliction in play, divided however players choose *(**shadow** is an affliction).*

Impish Inspiration (Challenge Only): At the end of Morbus' turn, remove all damage counters from Morbus.

ARMIS
THE FALSE DRAGON

: +16
: +32
32

TOKENS

TALENT

Parry & Counter [Range **1**, Move **∞**]: The first time Armis is dealt damage during each angel's turn, reduce damage dealt to Armis by **3**, then Armis moves to that angel and deals **2** damage.

Challenge Only: Reduce damage dealt to **0**, then Armis deals **4** damage instead.

Sword Dance Slash [Range **1**, Move **∞**]: Armis targets the angel with highest current health and deals **3** damage. Afterward, roll a dice and do the following according to the result:

- **Croak of Challenge**: Armis gains **empower**. If Armis already has **empower**, Armis gains **1 shield** per angel.
- **Skyward Sword** [Range **1**, Move **∞**]: Armis targets the angel with highest current health and deals **2** damage, then removes a **boon** from that target, if able.
- **Whirlwind** [Range *]: Armis deals **2** damage to each angel within **3** range.

TALENT

Cultro

The Lesser Frog of Sin

: +18

: +36

36

TOKENS

TALENT

Assassination Attempt [Range ∞]: If Cultro would be defeated, before he leaves play, he deals **3** damage to each angel.

Knives of Perdition [Range ∞]: Angels are each dealt **3** damage. If this damage causes any angel to drop below **3** health, that angel is defeated.

Challenge Only: If this damage causes any angel to drop below **7** health, that angel is defeated.

1 Action Per Angel On The Battlefield
(Roll once per action. Resolve each action 1 at a time.)

TALENT

Shadowstep [Range **1**, Move ∞]: Cultro engages the angel with lowest health, then deals **1** damage. Add **1** to damage dealt per affliction on the target or the target's space.

Poisoned Shiv [Range **1**, Move ∞]: Cultro engages the angel with the fewest afflictions *(or the nearest angel if all have an equal number of afflictions)*, then deals **1** damage and afflicts that angel with **cursed**, **wither**, and **shadow**.

Rewards Gain 2 XP, then re-allocate up to 4XP from your Campaign Tracking Sheet *(erase or cross out up to 4 XP bubbles, then add that much XP filling in 1 bubble per XP crossed out in this manner).*

Those fiends clawed back from the abyss despite you dispatching them earlier this very evening, but how? You search your memory for the truth, fleeting at the edge of your consciousness. And then you remember, the phrophecy suddenly crashing back into your mind – these frogs have a destiny, written in the Revelation of the Christ, over which even the mightiest of blades hold no authority. These spirits of legend indeed cannot die until their destiny is fulfilled, as it has been foretold that they shall return for a time at the drought of the river Euphrates during the great tribulation.

Your blade will be waiting for them when they do.

Suddenly the ground shifts under your feet, interrupting your thoughts. Oh no...

You watch as the water of the lake in the distance begins to roil. The birds cease their music, and every manner of animal, creeping thing, and beast of the earth hurriedly and fearfully rushed to whatever hiding place could be found to escape the terror.

Sparks of light begin to coalesce near the surface of the lake, heating the waters as a boiling pot. Smoke and steam gather at its surface as hordes of demons gather around the lake. The Leviathan stirs among them, the bonds of holding undone.

The ground violently rumbles again, and you realize that should these quakes continue to grow, the town is sure to be swallowed by the very earth itself! You must stop this dragon, no matter the cost. If that is even possible.

Mission 14: Pride of the Serpent

You stand at the edge of the water, summoning every ounce of will in your great spirit, created of old. Your small party was unable to stop the enemy's plan and now the monstrous Leviathan has been freed. Nevertheless, you will not retreat. You are not going to abandon the people of this town!

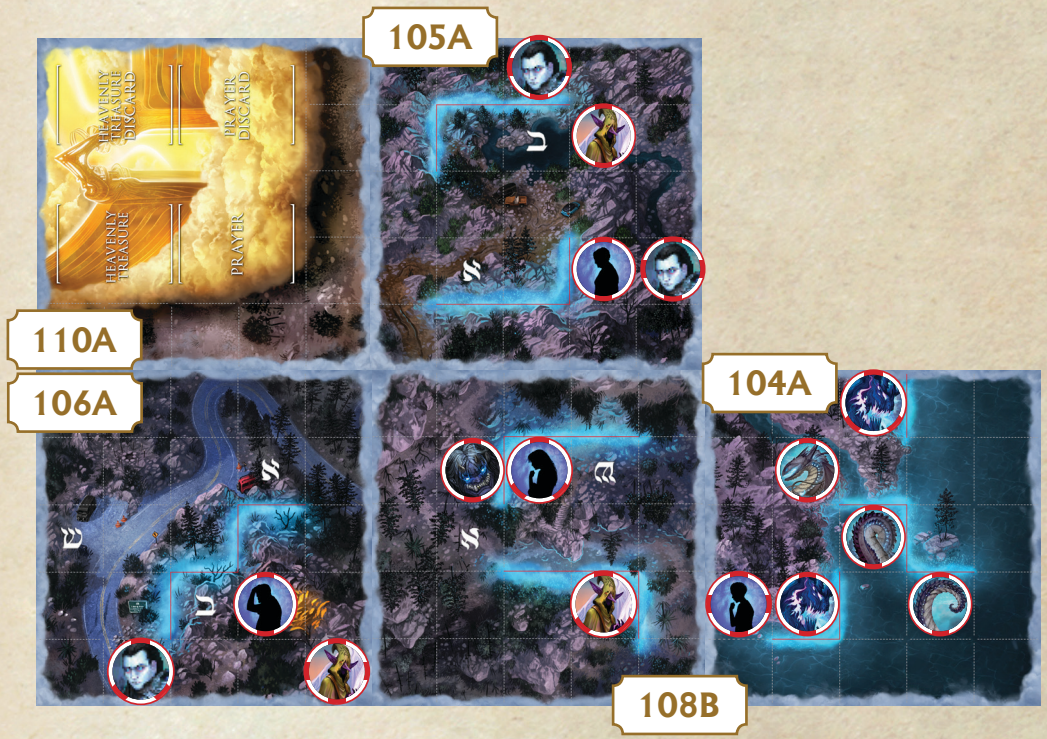
Inspired by the words of David spoken against the giant Goliath, you call out towards the sea, "You come to me with teeth like javelins, nigh-impenetrable scales as armor, and claws and teeth beyond measure. But I come to you in the name of the Lord of Hosts, the God who you now defy. This day the Lord will deliver you into my hand, and I will strike you and take your head from you. And this very day I will give your carcass to the birds of the air! Then all men shall know that the Lord does not save with sword and spear; for the battle is the Lord's and he will give you into our hands!"

As your words echo over the water, it once again begins to churn, and the shore upon which you stand once again begins to quake. As the great beast heaves its massive body from the deep, you know without any doubt that the Leviathan heard every word of your challenge!

Set-up	Place demons and Saints on the map according to the player count. Angels start on any space on 110A. Place Leviathan's Battle card on the first space of the initiative track, then place Leviathan's Head, Body, & Tail on tile 104A according to the Leviathan Battle card.
Victory	Destroy Leviathan.
Challenge	Use the "Challenge" text on Leviathan's Talent cards.

FAQs

After following instructions on Chains of the Dragon, do I continue to draw Darkness cards in round 1? Yes, but Chains of the Dragon forces you to remove action tokens instead of draw cards since it is revealed first. **Do I put action tokens on Chains of the Dragon?** Yes.


105A
HEAVENLY TREASURE DISCARD
PRAYER DISCARD
HEAVENLY TREASURE
PRAYER
110A
106A
104A
108B

Epilogue

With a final mighty thrash, the Leviathan lays still. Not dead, for truly no angel could end the Leviathan, but as the battle has proven, a host of angels can subdue him, at least for a moment...

***

As you stop to rest, beaten and broken after the ordeal, you sense motion behind you. Readying yourself for the next foe, you turn and wearily raise your sword, but instead find Corra limping her way slowly towards the wounded beast. Her injuries are still apparent but no longer crippling her. She is singing softly, and you notice tension releasing from the monster, its breaths slowing, matching the rhythm of the tune. She locks eyes with the creature, places one hand on its ravaged snout, and raises the other into the air, making a summoning gesture, all the while maintaining her song.

As you watch, the barriers that impeded your movement since you arrived begin drifting slowly towards the Leviathan, wrapping around the enormous body, restricting it, but not causing any obvious distress. After several minutes, the barriers cease moving, merely pulsing silently as they surround the creature. The giant eyes of the beast close. Corra stops her singing and sags to the ground, drained. You also find yourself on the ground, having given every last drop of strength you had to the muzzling of the serpent.

"After they captured me, a great multitude of the fallen begun to sing an aria to loose the bonds I placed over the Leviathan. As they were undone, they took hold everywhere under the guidance of the Prince of Fortresses. These barred your path, yet remained invisible to the humans. Now they have been restored, the Leviathan can once again rest until Yahweh has need for this creature."

She looks over at Mikko, and asks, "Sister, will you aid me in returning it to the sea?"

Mikko nods, rousing herself from where she has been sitting cross-legged, regaining her strength. Silently, she raises her spear and calls forth raindrops from the heavens. The lake begins to rise, fed by the sudden rainfall as well as several nearby creeks each contributing their portion until their banks begin to spill over. Corra lifts her beautiful voice once more as the liquid begins pooling

around the beast. Corra stands once more, slowly, and then gently places a hand on the Leviathan. It begins to glide over the waters, the graceful motion belying its massive size, and then slithers quickly into the deep, leaving nothing but gentle waves in its wake.

Michael leads the Angelic host away from the town, having bid farewell to both the priest and the Leviathan's guardian, with a belly brimming full of popcorn. A handful of demons remain, but the bulk of the survivors have fled now that their plan has been foiled. Those that remain are reluctant to fight, scurrying away upon sight of the triumphant warriors making their way along the valley towards the gates of Heaven.

There is a sharp whistle, and the Archangel turns to look. Christine has spotted something on the ground next to a large gnarled tree at the foot of the mountain. She hands it to Michael, and it takes only a moment to determine that the item in question is the seven-sealed scroll that Lucifer had been brandishing at each of their encounters. The document had been — temporarily — granted to him until it was to be opened at the day of judgment. The title deed to the Earth. While he held it, he was guaranteed immunity for his actions and angels were barred from harming him. Why would he ever discard so valuable a prize?

While Michael calls for a runner to courier the scroll back to Heaven, Sardius speaks up, "There is a cave behind this boulder, and it is not a natural one." He braces himself against the stone and with a mighty heave rolls it aside, revealing a small cavern with a faint glow emanating from the rear.

The portal pulsates with a supernatural aura, ebbing and rippling as though time itself is twisting around and through it. There is a bright yellow light streaming through, which is what caught your eye as the cave was revealed, and you can feel the moisture in your skin evaporating as the light radiates a dry heat. There is nowhere else the Adversary could have gone, and whatever is through this portal is so incredibly enticing that he abandoned his legal shield to pursue it. You can't see any option but to follow.

As you enter the portal you feel your body pulled at a tremendous speed, though you have barely taken a single step. Disoriented, you stumble forward into an intense heat, the sun burning down on your shoulders and temporarily blinding you. Your fingers dig

into the sand for balance and you struggle to blink your eyes as your pupils rapidly contract to filter out the glare. You hear a distant noise to the east, and looking, see a city only a mile or two away, the heat shimmering over the desert before it, and a cloud of dust around its large stone walls. You turn to your fellow angels, see they have not been harmed, and then ask if anyone knows where you might be. Michael speaks up, "I have been here before. A great battle was fought here millenia ago… This is the city of palm trees, but not as I last saw it, with its walls fallen and our foes fleeing before us."

The city is obviously very much inhabited. As you approach, you catch sight of an angelic architect, measuring rod in hand, diligently spanning out the desert just beyond arrow shot from the walls of the city.

"What is your name, my brother?" you call out, but Gabriel interrupts you.

"Canonel? What are you doing here?"

"My job, master Gabriel! You told me to measure a line three stadia from the walls of Jericho."

Gabriel's face pales, and a fleeting spell of dizziness takes him at the last word.

Jericho.

The impact of the architect's words hit you, and you realize why Satan could so casually discard the scroll granting him dominion over the Earth: because he still holds it, here, thousands of years earlier than when he last spoke with you only days ago!

You don't know what your enemy is doing in this time, but he can only be pursuing his own evil ends. With a last look through the portal behind you and a conversation among your team, you resolve for some to stay behind to clean up the mess, and for others to press on.

You scan the desert and set your eyes on the familiar ridge overlooking the city in the distance. You recall the man Joshua removing his sandals before treading upon it so long ago. The ground is holy, and this new sanctuary should keep your presence concealed.

With a flash and a loud snap, the portal behind you slams shut.

Thus concludes the Deliverance Campaign!

Consider giving a review on **BoardGameGeek.com** or sharing on social media! Every single review & share helps spread the word! On social media, tag **#LowenGames** so we see it!

More Deliverance content is coming! **Join our e-mail list** to keep updated, get connected with other players in our communities, and get exclusive sneak peeks of upcoming content at:

playdeliverance.com/insider

SCAN ME

But wait! Have you truly experienced all Deliverance has to offer?

The Campaign has even more in store for you if you seek the challenge...

Return to your previous missions, and defeat their challenge to earn bonus XP. You can gain an additional 14 XP from Challenges *(1 per mission)*!

The Leviathan Challenge is **the ultimate test** of your angelic prowess!

Can you emerge victorious?

DELIVERANCE